SNS-64-USA

INSTRUCTION BOOKLET

Interplay

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Nintendo

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The lord of the rings™

The 19 rings of power came into being during the first years of the second age. There were nine made for mortal men, seven for the dwarf lords and three for the elf kings.

The dark lord Sauron was able to master the art of ring making and constructed the master ring—the One Ring to rule all others. With that One Ring, his power was unrivaled as he seized control of Middle-earth. His realm of treachery would not be challenged until Prince Isildur of the mighty kings defeated Sauron and took the Ring. Since Isildur did not destroy the Ring, the spirit of Sauron lived on. The reunion of the Ring and its evil master seemed destined to occur as the Ring was passed on from owner to owner—each step drawing it closer to the dark lord.

For a long period, the Ring lay at the bottom of the great river Anduin. During this time, Sauron's power grew as he captured the nine rings made for mortal men and turned their owners into his servants who became known as the Ringwraiths. These dark creatures scoured the earth in a tireless quest for the One Ring. Eventually, the Ring was found by the hobbit Deagol only to be killed by his friend Smeagol who took the Ring. The evil within the Ring consumed Smeagol as he used the Ring for nefarious deeds. His own people drove him into hiding, calling him "Gollum" for the eerie swallowing noise he made. The stealthy Bilbo Baggins was the next to hold the Ring as he was able to lift it from Gollum and take it back to the Shire.

On his 111th birthday Bilbo decided that it was time to leave the Shire. Although the hobbit had grown very attached to the magical Ring, the powerful wizard Gandalf was able to convince Bilbo to leave the Ring in the hands of Frodo (Bilbo's nephew). It is now Frodo's quest to carry the Ring safely to Rivendell in order to learn what will become of the Ring from the council of Elrond. His party will not have an easy journey as the foreboding specter of Sauron and his Ringwraiths will stalk them and the powerful Ring every step of the way.

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how to play

As Frodo, it is your quest to successfully navigate your party through Middle-earth to arrive at Rivendell and meet with Elrond. Essential to your quest will be your effective utilization of the information, items, weaponry and experience that you acquire along the way.

Your journey begins in the Shire and will carry you through the often treacherous lands of Eriador. Sauron's presence will weigh heavy in your thoughts as you cross the river Brandywine and progress through the Trollshaws in the great plains of Rhudaur. Eventually, if you are able to overcome the countless obstacles that will be strewn in your path, you will achieve your ultimate goal and arrive at Rivendell unscathed.

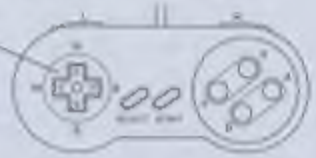
Hobbiton is your starting point. Learn as much as you can from the people there. They will provide you with information that will be vital in getting your quest underway. Gandalf, the wizard will be present here and he will appear to you and your party periodically throughout the game to aid in your mission. From here you will need to begin gathering your party members together and leave Hobbiton.

Once you leave the familiar confines of Hobbiton and venture into the unknown, always remember to use the friendly characters that you encounter. They will provide you with information

that will alert you of impending danger or inform you of the location of weapons and/or items that you will need in order to complete your mission. As long as you obtain useful information, find items and acquire weapons, you and your party will become a more powerful force. If you can accomplish this, you will be a formidable foe for Sauron and the Ringwraiths and your campaign to Rivendell will run smoothly.

game controls

Once you have inserted the Game Pak in the Super Nintendo Entertainment System®, pressing B will allow you to advance through the start-up screens. When the Lord of the Rings title page appears, press Start and the game will begin.



CONTROL PAD - Moves a character North, South, East and West.

A - Allows you to use an equipped item.

B - 1) Parry/Defend. 2) Toggles information box off. 3) Selects an item from your inventory.

X - Toggles Status Bar on or off (it appears at the top of the main screen).

Y - Attack. Also allows you to fast forward through startup screens and clear text messages.

L+R - Pressing both L and R simultaneously will bring up the current password.

R - 1) Pressing and holding this button shifts your control from Frodo and allows you to directly control the other members (as one unit) with the Control Pad. 2) Tapping this button "calls" the other party members back to Frodo (this is useful if they are beginning to wander off screen).

START - Pauses the game.

SELECT - Pressing Select brings up the status and item screens. L and R in this mode allows you to cycle though the party members and the item bag. When the item bag is selected, the Control Pad can be used to scan the items. Pressing B will select an item and return you to the status screen. Pressing select from here will bring up the main screen again.

multiple player game

The two player mode allows each player to control a specific member of the party. Player 1 assumes the role of Frodo and Player 2 controls Sam (as soon as he joins the party). When Aragorn is added to the party, he is controlled by Player 1 and Frodo becomes Player 2.

With the SNES Multiple Player Adapter (MPA), up to 5 people can play at once. By plugging the MPA into controller slot 2, each of the 5 players will be able to control a specified character as they join the party. As in the two player mode, Aragorn is Player 1 and Frodo is Player 2. Players 3-5 can control their characters by plugging additional game controllers directly into the MPA. Each numbered slot on the MPA corresponds to a certain character. Player 3 will be Sam, Player 4 will control Pippen, and Player 5 will operate Merry. If Gimli joins your party, player 5 will then control him instead of Merry.

At any time during game play, you can switch from the MPA to regular game control (and vice-versa) without disturbing the current game (the mouse cannot be used with the MPA).

using the mouse

By attaching the SNES mouse to your system as Controller 1 (mouse will not function in controller slot 2), all game functions mentioned in the section "Game Controls" can be controlled with the mouse.

The mouse will move the cursor throughout all the screens that appear during the course of game play. The cursor will appear in the form of several different symbols depending upon specific game situations.

When the cursor is in the shape of a ring, pressing the left mouse button will turn the cursor into a directional arrow that the lead character of your party will follow. Moving the cursor onto the lead character or an attacking enemy will cause the cursor to become a sword.

While it is a sword, pressing the left mouse button will engage the attack function and pressing the right mouse button will allow you to parry or defend.

When the cursor is a ring, pressing the right mouse button will change it into a piece of parchment paper. The parchment cursor will enable you to access the status screen by pressing the left mouse button.

When the status screen appears, you can select a character or the item bag by moving the cursor onto the desired option and clicking the left mouse button. After selecting the item bag (item screen will appear), pressing the left mouse button will select an item and return you to the status screen. The right mouse button in this mode will send you back to the status screen without selecting an item. To return to the main screen from the status screen, press the right mouse button.

After you have selected an item from your inventory, it will appear on the far right of the status bar. To use that item, toggle the status bar on and click the left mouse button on the item.

In the normal game mode, you will be able to turn the status bar on or off by clicking the left mouse button after positioning the cursor at the top of screen.

character status and inventory

As your journey progresses, it is increasingly important that you keep your party in good health and well equipped to deal with any conflict that may arise. To check on the status of your party, press Select and the status screen will appear. You can

select which character's status you would like to review by using the L and R buttons to move through the character representations at the bottom of the screen (when the status screen is accessed Frodo's statistics are displayed first). Just underneath the character's name you will find his health, experience and level. The character's health rating is indicated by the number on the left, with his maximum health capability on the right (current health/maximum health). Also featured on this screen will be the weapon a character currently has equipped as well as his armor. Just to the right of these items are the character's strength and defense quotients.

At the lower right of the status screen is the item bag. When you select the item bag, the inventory screen will appear. This screen will remain blank until you acquire various gems, keys and other items to stock your inventory. Once you collect an item and place it on the inventory screen, it can be equipped at your discretion by pressing the B button. When you reach a point where you have many items on your inventory screen, use the Control Pad to cycle through the screen and arrive at the desired item.

weapons and armor

Over the course of your quest you will have many opportunities to make your party stronger by obtaining superior weaponry and armor. Each member of the party will be able to use specific types of weapons, depending on whether he is a Hobbit, human or a dwarf (all characters will be able to use any type of armor that is discovered).

The Hobbits in your party will be restricted to the usage of daggers. There are six different types of daggers that can be found: The Old Dagger, The Dagger, The Barrow Dagger, The Troll Dagger, The Elvish Dagger and Sting. From the rusty, outdated Old Dagger to the immensely powerful Sting, each weapon is progressively more powerful and, as a result, less plentiful in the land of Eriador.

When Aragorn becomes a member of your party he will be able to use any sword that you find. There are six types of swords waiting to be revealed: The Light Sword, The Sword, The Named Sword (these swords are named after regions and people of Middle-earth), The Elvish Sword, Anduril and Glamdar. Like the daggers, these swords are ranked in terms of power with the mighty sword of Glamdar being the most powerful of the human weapons.

Gimli, the dwarf, specializes in the use of axes. The Ax, The Heavy Ax and The Battle Ax are his weapons of choice.

Each character's ability to withstand an assault depends on the type of armor that he wears. You will begin your mission with only a cloak. It is important to improve the defensive capabilities of your party as soon as possible. Finding better armor will accomplish that. If you manage your quest wisely you will find the armor necessary to prepare yourself for the danger that lies ahead. You will be able to discard your tattered cloak for the Leather Armor and even better Chain Armor. When these defenses become obsolete, hopefully you will have the good fortune to discover Plate Armor and eventually the impenetrable Mithril Armor.

Items

During your journey to Rivendell, you will have many opportunities to enhance your item inventory. From the Gateway Gems to the Healing Fruit, each item will improve your party's chances of successfully completing the quest. Some of the more beneficial items include:

The Moria Key - This key opens several doors in Moria. It is placed sequentially behind its own locked doors so that you must use it on the first door before you can utilize it the next time.

The Elvish Book - The passages of this book of Elven verse can only be translated by Gandalf.

The Lost Amulet - One of the six Elvish amulets that was stolen from Elrond by Sauron. Their significance is unknown but many adventurers have searched from the Misty Mountains to the Shire trying to find them. The reward for its retrieval would be substantial.

The Gate Key - This key will open the gate in the East of Hobbiton. Rumor has it that Old Gaffer Gamgee has custody of it.

Gold - As one might expect, gold has many uses in Middle-earth including buying, trading and bribery.

Magic Moss - This item has powerful healing capabilities. It is the one natural substance that neutralizes the venom of a poisonous snake bite.

Athelas Major - Also known as Kingsfoil, it has miraculous healing powers when in the hands of Aragorn.

Mushrooms - They function as both medicinal aids and health sustenance.

The Magic Fern - It heals wounds when used as a bandage.

The Gateway Gem - One of several magic gateway gems. Search far and wide for these. Gandalf will need them all.

continuing the game

If you want to continue a game from the same point that you ended the last game, you can do so by entering the appropriate password. From the title screen, select *continue* and the password screen will appear. Use the control pad to move the cursor from space to space. You will use B to cycle through the letters forward and Y to reverse the direction. The A and X buttons function similarly, except at an accelerated rate (A scrolls forward and X backward). Press Start after you have entered the password and your game will begin (if the password is not valid, a tone will sound and you will remain on this screen).

With the Mouse—The left button controls forward motion and the right button controls reverse. Pressing both buttons simultaneously will enter the password.

options

To access the Options screen, select *options* from the title screen and press B. Here you will be able to turn the sound, music and stereo functions on or off. Use the Control Pad to make your selection and then press B. Press B again after selecting *DONE* and you will return to the main screen.

character profiles

Frodo Baggins

The nephew of Bilbo Baggins, he holds the Ring to rule all others. Although he never asked for the tremendous responsibility of carrying the Ring to Rivendell, he has accepted this quest and he is destined to see it through to its conclusion.

Samwise Gamgee

"Sam" is Frodo's loyal and close friend. He is renowned as one of the strongest of the hobbits and a valuable asset for the trek across Middle-Earth.

Pippin Took

He is the son of the Thane of the Shire. Prone to irresponsible behavior, he is a good and kind friend who must be looked after.

Meriadoc Brandybuck

Frodo's cousin, known as "Merry", he is an intelligent and resourceful hobbit. As Pippin's best friend Merry is able to keep the mischievous hobbit in line when necessary.

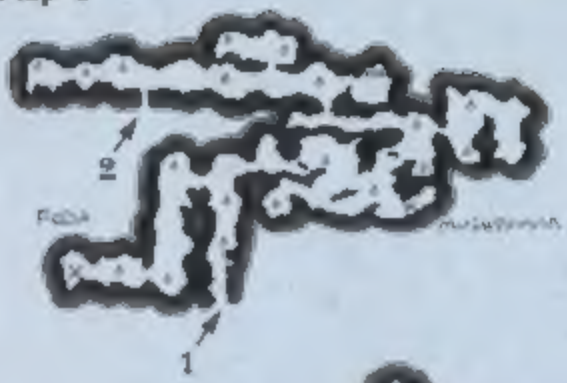
Aragorn
The only human in Frodo's party, he is an expert swordsman and a fearless warrior. His value to the journey is immeasurable.

Gimli
A dwarf whose skillfulness with an ax is well known. He is also the son of Gloin, one of the 12 companions of the great Thorin Oakenshield.

Legolas
Son of Thranduil, the King of the Elves of Northern Mirkwood. This elf is brave and noble. He would be a valuable companion.

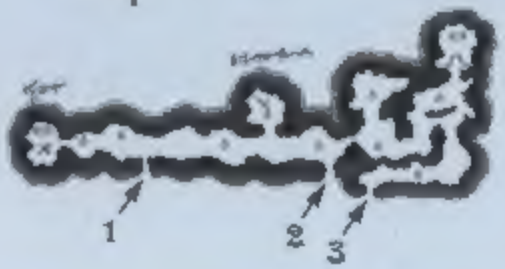
Gandalf
The wise and powerful wizard who is respected by Frodo and the hobbits. His teachings and advice will be crucial to the success of Frodo and his party.

Map C



Map D

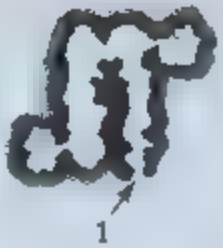
Map E



Map A

Map B

Map F



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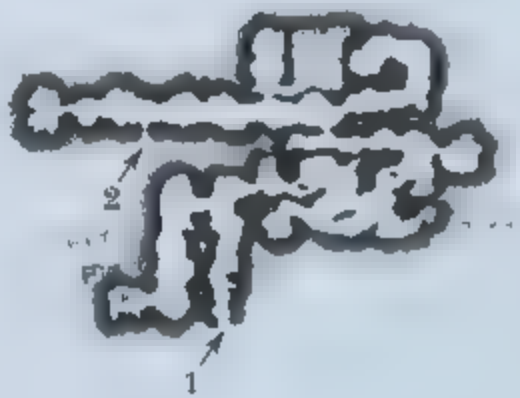

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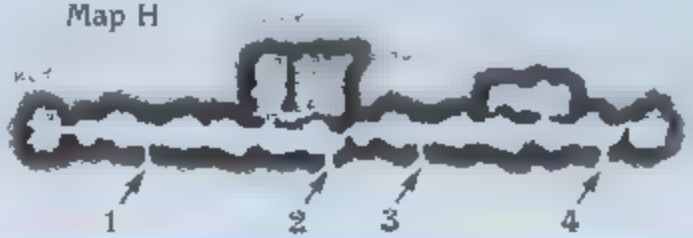
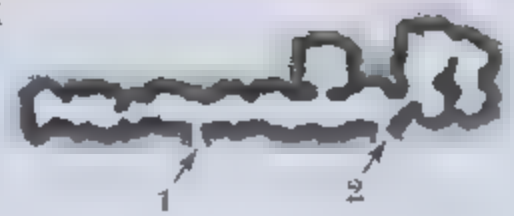


Map I

Map J

Map K



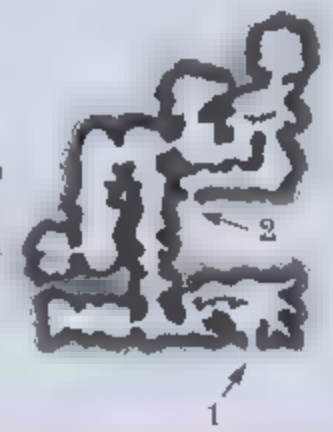
Map L

Map M

Map N

Map P

Map O



credits

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SPECIAL THANKS TO:
Elvis, J.R.R. Tolkien,
Big Gulps, Harry the Spider

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LEGOLAS	Jason Magness
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SNAKE	Vince DeNardo
BARROW WIGHT	Brian Hendley
BAT	Sean Cramer
BALROG	Brian Fargo

limited warranty

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